

Devoted to variant postal Diplomacy and postal Origins of WW II, BLOOD AND IRON is available from the editor/publisher, Lewis Pulsipher 321A Twin Towers, Albion, Mich. 49224 for \$.15 each or 8/\$1. Games are open -- see below. This is Orion Press Number 13.

As most of you probably don't know, I am now in charge of the "Miller" Diplomacy variant game designations. BI will contain a listing of numbers assigned to help my record-keeping, and for those who are interested in these things.

1972Abu. BOAST, GM Herb Barents. Youngstown Variant. Austria: Bob Matthews; China: Theodoro Eller; England: Barry Eynon; France: Bob Hagelshaw; Germany: Dean Schwass; India: Fritz von Frank; Italy: Paul Den Uyl; Japan: Tim Tilson; Russia: Walt Wood; Turkey: Tom Webster. Interestingly, all players and the GM are from Michigan.

1972Bc?. Balance of Power variant. I do not yet know what the latest new designation was, so I cannot complete this number yet. SHAAFT, GM Andrew Phillips. Austria: Craig Besinque; England: Mark Weidmark; France: Tim Tilson; Germany: David Grabar; Italy: Tom Ward; Russia: Christopher Lipsey; Turkey: Ray Converse.

#### OPENINGS

For all except the Demonstration game the gamefee in BI is is nothing for the first game, and 50¢ for each additional game; however, as long as you play you must subscribe to the 'zine, and you must pay a \$1 game deposit per game which will be refunded when you are eliminated or the game ends. If you drop out, good-bye \$1. If you drop out of any Orion Press game (miss two consecutive moves) you are automatically dropped from all. House Rules are 15¢, or free if you register for a game. There is a separate set of House Rules for Origins of WW II.

Three games of Origins are open. This is historical version; for now I will use the stock market, though many GMs seem to prefer dice. Three people have registered for the first game. Those who have not sent me their preference list should do so soon.

A special game that will be chronicled in BI is a Demonstration regular Diplomacy game -- probably the only regular game ever in BI. The moves will be reprinted, with my comments on the game and Diplomacy in general, in the SICL magazine THE SPARTAN. Only moves and propaganda will appear in BI. The gamefee is \$2, which includes a sub to only those issues in which game moves are printed (any sub may be of this type, in case one isn't interested in the other material). The game is open only to those who have won two or more postal games, or are on the top two boards of any recognized rating list, or who have been named in the Hoosier Archives or Beyerlein Polls.

If there is enough interest, a game of 1958 Diplomacy will be opened. Rules for this game, plus moves of a FTF game, are in QUARMALL, which is 35¢ from Rod Walker (address below). The board is somewhat different from the board we use now; the rules are the same except convoys are by piggyback (as in MILITARISM I) and units can be built only in the capital and shipyard.

There are three variants open in BI. ANARCHY III and MILITARISM I rules are below. DIADOKHI rules are 15¢ from Rod Walker. This is

a game of the ancient world, beginning in 220BC, designed by Dick Vedder. There are three types of powers, starting with 4, 3, and 2 units. Rome and Carthage are major powers, SELEUKIA, MAKEDONIA, and EGYPT are middle powers, and PERGAMUM and RHODES are minor powers. Victory conditions vary so that each power has a fair chance. Rules do not differ much from regular rules.

### ANARCHY III

First a bit of history. This game is a relative of ANARCHY I and II, by Don Miller. I have not read the rules for either, but brief mention of both in one of Don's 'zines planted the seed that grew into A III. A recent article by Rick Brooks has given me a better idea of what A I and II were like. There were 34 players in I, each beginning with a center, and 17 in II, each with two centers. All centers captured by a player up to a certain number (five, I think) were "home" centers. When he reached five, a player had to designate three centers as permanent homes.

1. The 1961 board and 1971 Diplomacy rules will be used, with the following changes.

2. There are seven players, but "regular" Diplomacy countries are not used. Each player will name his country at the start of the game.

3. Each player receives three "home" centers at the beginning of the game. All other centers are neutral. These "home" centers are selected at random by the GM according to the following guidelines: A) each player will have one center in two different countries of the "regular" game and one neutral center of same B) a player may not have home centers within two spaces (sea and/or land) of each other C) there may not be two "regular" countries in which the same two players have centers, and no "regular" country may contain other than two "home" centers D) each player must receive at least one coastal center.

4. The first move is Winter 1900 Builds. Throughout the game a player may build only in his three "home" centers.

5. Victory criterion is 21 units on the board.

This system can be applied to FTF games when less than seven are available. The situations that result are fascinating, and of course play cannot become stereotyped.

### MILITARISM I

This game is an experimental stepping-stone to a number of WW II variants I hope to design. The only playtesting was solitaire, and those who have tried it know how incomplete that can be. We may have to change something as the game progresses, but this will be done only by unanimous vote, or if the GM judges a change necessary to prevent ruin of the game. Changes may be made by the GM before the game starts if someone finds a problem.

1. The 1961 board and 1971 rules of Diplomacy will be used, with the following changes.

2. Victory criterion is 21 centers at the end of an adjustment.



3. Provinces and centers may be captured by occupation in any season. One C or T is sufficient to capture a center.

4. In multi-coastal provinces an exchange of position between two fleets is possible involving separate coasts. E.G. F Spasc-Por, F Por-Spasc. Retreats may similarly operate: FRA: F Spasc-Mid, F Por (S) Spasc-Mid; Ger: F Mid (H). F Mid may retreat to Spasc.

5. When a player's unit is annihilated, in the following adjustments season he must subtract the maintenance value of that unit from his total value available for those adjustments.

6. Each of his home supply centers held entitles a player to 10 supply points. Each other center held entitles him to 9 points.

7. There are three types of units: corps (C), naval task forces (T), and air forces (P). Three C constitute one army (A), and three T constitute one fleet (F) for purposes of recording moves. No more than a total of three C and T may be in a space (exception -- see C/T). C and T may occupy the same space. No more than three P may land on a space, but any number may be in the air over a space. Three supply points are needed to maintain a C or T; four are needed for each P. A player may not build a P if such build would reduce his total number of Cs and Ts to less than twice his total of Ps (exception -- a player may build up to four Ps in Winter 1900).

8. A negotiating period shall precede Winter 1900 builds. Nounits are on the board until builds are made. In Winter 1900 four C and T may occupy one center provided there are three C and T in each of the other home centers.

9. A P may fly four spaces in a turn. If no space to land is available within range after it has completed its mission, the P is annihilated. A P may land only in a friendly land space. Such a space is one held (last occupied by C or T) by the Ps units, or one designated friendly by the holding player. Thus AUS: 2P Vie-Rum (L)((land)) Mos; RUS can order (F)((friendly)) to Aus, or Mos (F) Aus, or Mos (F) Aus XP Vie (if X = 1, only 1 P can land there), and the Ps will land in Mos. A player may list alternate landing spaces; the P will land in the first friendly space listed; only that space, and not the entire list, will be published.

10. P may not capture territory, nor may they defend it alone. They may support an attacking or defending C or T, or cut support (including support of other P). In the first case, the P flies to the attacked space and supports the attacking unit. E.G. P Vie-Ukr (S) C Gal-Ukr, C Gal-Ukr. If no support is listed, the P will support a single attack by its own units; but if there is none or more than one attack the P will have no effect. In the second case, the P flies to the defended space. Support is given unless otherwise ordered. E.G. 2T Aeg, 3P Gre-Aeg (L) Gre. In the third case, the P flies to the space occupied by the unit whose support will be cut.

11. At the end of a Winter season a unit must be able to trace a supply line (contiguous line of friendly spaces) to the center maintaining it, or it is annihilated. The supply points normally used for it are not available for builds that winter. Friendliness of sea spaces is controlled by the last player to occupy it with a T. Spaces held by a country may be designated friendly to another for supply purposes. Spaces held by a country which is friendly to P are assumed friendly for such P for supply purposes unless otherwise designated.

12. Units in the same space may perform different operations. Units will be affected by attacks in the order listed: E.G. AUS C Vie-



Bud, RUS 2C Bud (S) T Adr-Tri, C Bud (S) C Gre-Ser (there are 3C in Bud). One of the supports for T Adr-Tri is cut. If 2C Vie-Bud, both supports for Adr-Tri would be cut. In either case the support for Gre-Ser succeeds.

13. Groups of C's and T's operate as a combined force when moving from one space to another. However, units of a dislodged group need not all retreat to the same space. Groups can combine or split at will, but no more than three C, T, and C/T may ever occupy a space. Retreating units may retreat to spaces occupied by their own unit(s) so long as there is room. A defending C or T does not stand off one attacking C or T of an attacking group of superior strength. The units of the group either all succeed or all fail in their attack. A superior group will occupy a space even if the total value of other groups attacking the space is greater. A unit can support an attack by its own units on the space it is in as long as there is room in the space for those units. Examples: a) A Ber-Kie or C Ber-Kie, CC Ber-Sil or C Ber-Kie, C Ber-Sil, C Ber-Mun are all legal moves ((T and C are interchangeable in these examples except that T could not operate inland, of course)) b) CC Pic-Bre, CC Gas-Bre (both groups of same country) c) C Pic-Bre, CC Gas-Bre (they combine to form A Bre) d) AUS CC Vie-Bud, C Bud (S) CC Vie-Bud; RUS CC Rum-Bud. Add RUS C Ser-Bud -- same result. Add RUS C Ser (S) CC Rum-Bud -- all moves fail. C Ser-Bud does not cut Bud (S) in this case. CC Rum-Bud could be C Rum-Bud, C Rum (S) C Rum-Bud without changing results. e) AUS C Bud (S) C Ukr-Gal, C Ukr-Gal, CC Vie-Bud; RUS C Ser-Bud, then support is cut because it is not support of own units attacking the space from which the support originates. f) ENG C Lpl; FRA CT (NOT C/T) Cly-Lpl, C Yor-Lpl -- attackers combine in Lpl g) CC Lpl (ENG); FRA CT Cly-Lpl, C Yor-Lpl -- CC stands off strongest attack and so all lesser (or equal) attacks as well h) ENG C Lpl; FRA CC Cly-Lpl, CT Yor-Lpl attackers stand selves off because can't combine.

14. P's are assumed to be in the air each turn even when unordered. Thus they may be annihilated only through lack of a landing province. Unordered planes have a total range of 2 (first 2 of 4 spent loitering or before takeoff). P's in a space held by another player may be destroyed in Spring, Fall, or Winter. No unit need be present to destroy the P(s).

15. If no landing orders are given to a P, the GM will land it according to the following priorities: a) take-off space b) nearest space held by that player c) supply center before non-supply center d) any friendly space e) most occupied space first (number of units) f) alphabetical order.

16. A T and C may form a C/T if both are in the same coastal space and both are ordered to "form C/T" (or CC/TT or A/F as the case may be). This is done at any point during a Spring or Fall move.

17. Convoys as in regular Diplomacy may cover only one sea space. C/T may not convoy in this manner.

18. Each C/T occupies room equivalent to one C or T, so that 3 C/T's may occupy one space. The combat strength of each C/T is one, whether on land or sea. C/T's may be built already formed.

19. In order to disembark a C, a C/T must first occupy a coastal space and order "C/T disembark" in Spring or Fall; the T must

successfully leave the space in the same season, or there must be room in the space for the T after separation. Units of a C/T may move on the turn of disembarkation. If a C/T is dislodged, it must retreat as a unit unless ordered to debark that move season. If a C/T is forced to retreat inland, the T is annihilated.

20. C or T of different countries may not occupy the same space, except as a C/T. If a two-nation C/T occupies a center in Fall, the center belongs to the T.

21. When on land, the C in a two-nation C/T may order disembark alone. The T may order disembark at any location, thus destroying the C if the C/T is in a sea space. When at sea the C/T moves according to the orders given by the owner of the T. When on land, both players must give the same order, or automatic attempt to disembark results.

22. Units may exchange positions on a move as long as all units involved are ordered to do so, and all moves succeed. Thus FRA C Spa (X) Mar, ENG CC Mar(X) Spa is legal. But if GER C Bur-Mar, no move succeeds.

23. A player may transfer ownership of one of his centers to another player. Centers may change hands only by transfer or normal capture in any season.

24. Two players may make an agreement whereby one occupies a center owned by the other without gaining ownership of that center. The occupying player may break the agreement in any season. If he breaks it in Summer (Spring retreats) he must submit the breaking order with Spring moves; if in Autumn (Fall retreats), he must submit with Fall moves.

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Here follows a list of all postal Diplomacy variant openings known to me as of February 14, which means virtually all openings, period. Following this is a list of variant rules currently available. These are in no particular order.

('zine unnamed). Paul Wood, 24613 Harmon St., St Clair Shores, Mich. 48080. YOUNGSTOWN VARIANT. Gamefee \$1 (\$1.50 refunded if player doesn't drop out) PLUS subscription to the 'zine (\$2/yr.). I don't know whether Paul has extra sets of rules. No issues so far.

MARCUS. Mark Weidmark, 528 Park Cr, Pickering, Ontario, Canada. YOUNGSTOWN VARIANT. \$4.50 (includes set of rules/maps). At least one issue so far, four pages ditto.

THE WORLD NEWS AND WAR REPORT. John Mensinger, 1320 Magnolia Ave., Modesto, Cal. 95350. YOUNGSTOWN VARIANT, 5-man "regular" Diplomacy. \$1 (\$1.50 for YV) plus sub (\$1.65/yr.). Lately somewhat irregular -- is merging with another 'zine in hopes of increasing dependability. I haven't seen an issue in some time, so I don't know what present arrangements are.

SHAAFT!! Andrew Phillips, 128 Oliver St., Daly City, Calif. 94014. The subscribers open the games in this 'zine, so you can play what you want as long as enough people sign up to fill the roster. Players must subscribe to zine (8/\$1), pay \$1 sub deposit which will be used if sub terminates before player has a chance to renew, and \$1 game deposit refunded if player doesn't drop out. Dependable (has passed issue 35) although many GM errors of late.



BOAST. Herb Parents, 157 State St., Zeeland, Mich. 49464.  
MIDDLE EARTH DIPLOMACY IV, THIRD AGE. Herb may have decided to forget the latter. Sub to 'zine (13/\$1.75, \$2/yr for Mich. residents) plus \$1 game deposit as for SHAAFT!! 7 issues so far (hard-to-read ditto). Includes general wargaming material.

The preceding five 'zines also have openings for regular games.

THERMOPOLAE. Payton Turpin, Box 6560, La Jolla, Calif. 92037.  
IMPERIALISM IXR (Peloponnesian War). \$5. One game has already started (in only issue so far). Will have openings in other games.

VOINA I MIR. Paul Bond, P.O. Box 6477, College Station, Tex., 77840. VERRAT. ??? Having trouble getting started.

BARANDUIN. Jeff Key, 7918 Alpha Rd. Apt. 1153, Dallas, Tex. 75240. \$4? WAR OF THE RINGS DIPLOMACY (not sure which version).  
A new 'zine from a long-time GM.

BUSHWACKER. Fred C. Davis, Jr., 5307 Carriage Ct., Baltimore, Md. 21229. GERMANY VS. THE WORLD, ATLANTICA, ABSTRACTION. \$5.  
No issues yet. No game fees accepted yet.

SIBERIAN. Peter Ansoff, Box 5798 Station B, Vanderbilt Univ., Nashville, Tenn. 37203. HYPERECONOMIC DIPLOMACY II, replacement players. Subscription to 'zine (4 or 5/\$1).

According to HOOSIER ARCHIVES 54, Bob Johnson, Box 134, Whippany NJ 07981, and Larry Peery, 816 24th St., San Diego, Calif. 92102 have openings for variants. The former is probably for the 5-man game. The latter may be for the politico/military wargames INTER-NATION SIMULATION and THE COLD WAR GAME (Suez 1956). Rules are \$2 each, gamefee \$5. The latter game has already started but players may still join.

SUPERNOVA. Lew Pulsipher. INTERSTELLAR DIPLOMACY I, MIDDLE EARTH IV, THIRD AGE, MIDDLE EARTH II: replacements for MORDOR VS THE WORLD III. Sub (7/\$1) plus \$1 game deposit. \$.50 extra for second and further games. Also includes material on SF&F gaming.

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WAR OF THE RINGS DIPLOMACY I and II. \$.40 from Jeff Key.  
A redesign of MORDOR VS THE WORLD, based on J.R.R. Tolkien's LORD OF THE RINGS fantasy trilogy.

MIDDLE EARTH DIPLOMACY II. \$.15 from Lew Pulsipher. Also based on TLOTR, but quite different.

MORDOR VS. THE WORLD III. \$.20 from Pulsipher.

THIRD AGE. \$.20 from Rod Walker, 4719 Felton, San Diego, Cal. 92116. Another redesign of MORDOR VS. THE WORLD.

MIDDLE EARTH DIPLOMACY IV. \$.20 from Rod Walker. Resembles ME II superficially. Both use regular rules with different board. The others above use both altered board and rules, though relation to regular Diplomacy is still fairly close.

INTERSTELLAR DIPLOMACY I and II. \$.20 from Pulsipher. A space wargame with affinities to Diplomacy and Economic Diplomacy. Uses three dimensional movement.

YOUNGSTOWN VARIANT is not presently available except perhaps from persons with game openings. Walker will reprint it sometime.

DIADOKHI. \$.15 from Walker. See above for description.

DAIARNA. \$.15 from Walker. Based on Fletcher Pratt's fantasy THE WELL OF THE UNICORN. Rules not changed much.

ABERRATION I. \$.20 from Walker. A more realistic version

of Diplomacy. Ancestor of ABSTRACTION.

VARIATION "C". \$.20 from Walker. Redesigned napboard and rules. Attempt to place premium on diplomatic rather than military skill through incentives to negotiate and elaborate rules regarding treaties.

ABERRATION IV. \$.20 from Walker. A nine player game (Sweden and Spain added) with much-altered rules, including double armies and combat factors for each unit.

IMPERIALISM IXE. \$.25 from Payton Turpin. Peloponnesian War, 431BC. Persia, two major powers, and seven minor powers, each with different victory conditions. Resembles DIADOKHI.

IMPERIALISM VIIR. \$.35 from Rod Walker. WWII, with Austria eliminated. About 75 units total. Few changes in rules.

HYPERECONOMIC DIPLOMACY II. From Peter Ansoff, \$1. Massively complex variant with off-board players, agriculture, industry, fishing fleets, banks, etc.

VERRAT. ??? from Paul Bond. Europe, 1780. Quite complex.

ATLANTICA. \$.50 (or this and the two following for \$1) from Fred Davis. Here is his description: "...a game of the Atlantic World Powers; 4 in Europe and 3 in North America (Canada, U.S.A., and the Confederacy). Most of the Great Powers start with 3 units. The majority of units are fleets. All but 5 supply centers are accessible to fleets. The first move is "January, 1870," and each move period lasts ~~one month~~. There is an option permitting movement around the board via the Suez and Panama Canals, so that no power has a "corner" position. Convoy is by physically carrying of the armies aboard fleets. The Victory Criterion is 24 supply centers."

ABSTRACTION. Same as ATLANTICA. Further development of ABER. I.

GERMANY VS. THE WORLD. Same as two above, OR \$.15 from Rod Walker. Germany begins with 8 centers, so other five countries must gang up on it (Germany includes Austria). Slightly changed board.

Don Miller, 12315 Judson Rd., Wheaton, Md. 20906 has rules for many variants in back issues of his 'zines. When I find out exactly what is available, the information will appear in BI. Don is having trouble with his eyesight and doesn't have the opportunity to answer inquiries.

Payton Turpin may have one variant not listed above, on the same subject as DIADOKHI but more complicated. \$.25

WILD N WOOLY 143, the first issue in the revival of a really old time 'zine, recently arrived. It includes "rules" for eight variants. In some cases little more than an idea is provided; in others the rules are fairly complete. This issue has been sent free to people on Rod Walker's mailing list, I believe. Let me quote: "For the moment, everyone has a temporary free subscription. Several people have Permanent free subscriptions. For those who must pay, there will be five issues for one dollar. But no hurry about that, you can always get a couple of issues by asking."

Rod Walker's 'zine ZOTHIQUE includes a new variant every fourth issue or so. Subscription is 10/\$1. Three games of ABER. III and one of ABER. IV are chronicled in the 'zine.

A few days ago I discovered a couple of things. First, there is already an ANARCHY III variant, so the one in this issue should be ANARCHY IV. Who knows, there may already be an A IV I'm unaware of as well! I also noticed in DIPLOFANIA 8 the mention of the Gilliland



variant, in which centers were distributed at random. Apparently the game was never played.

Also reading of one of the few back issues of Miller 'zines I have persuaded me to open another variant. This is a version of ANONYMITY which was suggested but not played as far as I know. All rules will be regular except that the players will not know which of the other players will play which country! I have devised a method whereby a player will not even be able to prove to another that he is playing a particular country by showing his notification from the GM. Thus one player might say he is Austria and suggest an alliance against Italy to Turkey, when he is really France. But then, the player who says he is Turkey might actually be Italy!

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Here are two more Miller numbers:

1972Ccn.<sup>2</sup> THEMOPOLAE, Payton Turpin. IMPERIALISM IXR. ARGOLIS-Larry Peery, ATTIKA-Dennis Brackman, BOEOTIA-Craig Besinque, EPIROS-Rick Brooks, IONIA-Eric Verheiden, LAKONIA-Bob Howerton, MAKEDONIA-Mark Weidmark, PERSIA-Scott Turpin, THESSALY-Ed Rack, That superscript "2" indicates that this is the second section of this variant to begin play. This is purely experimental -- does anyone particularly like or dislike the idea? "cn2" would probably be better.

1972D?? THE JASTRZAB REPORTS, Stan Wrobel. WAR OF THE RINGS DIPLOMACY I. THE DWARVES-Jeff Key, THE ELVES-Robert C. Keathley, GONDOR-Paul Bond, THE MEN OF THE NORTH-Eric Just, MORDOR-John Koning, ROHAN-John Smythe.

\* \* \*

I am purchasing a new mimeo machine, so hopefully future issues will look a bit better. Since I have some extra room here I would like to say a few words about organizations. I am a member of the International Federation of Wargaming, the Michigan Organized Wargamers, and the National Fantasy Fan Federation Games Bureau Diplomacy Division. I am also a member of The Diplomacy Association and Spartan International, but these organizations were not worth joining. Nor do I intend to join or support any new Diplomacy organization. I have yet to discover any activity that cannot be carried out by individuals or by the NFFFGBDD. Why waste time and effort on a new organization?

When I can collect the information (which may be a long time from now) BI will carry a rating for Diplomacy variants.

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